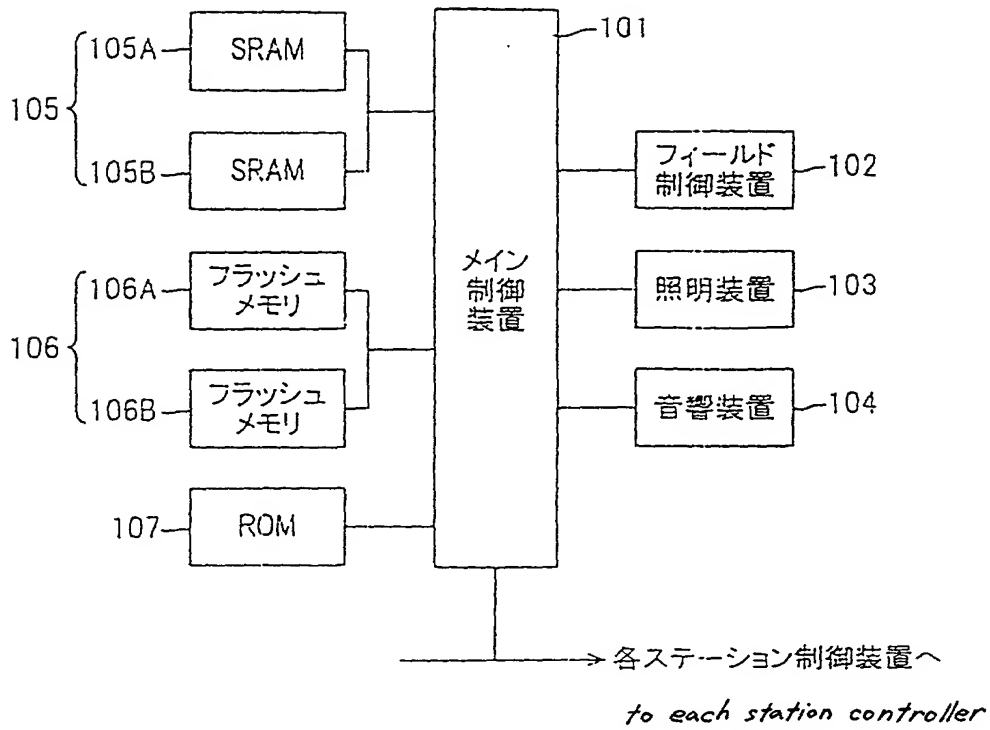


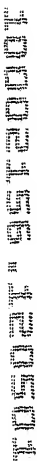
FIG. 1

Fig. 2



- 101: main controller
- 102: field controller
- 103: lighting system
- 104: sound system
- 106A, 106B: flash memory

BOOK REVIEW



- # BOOK REVIEW

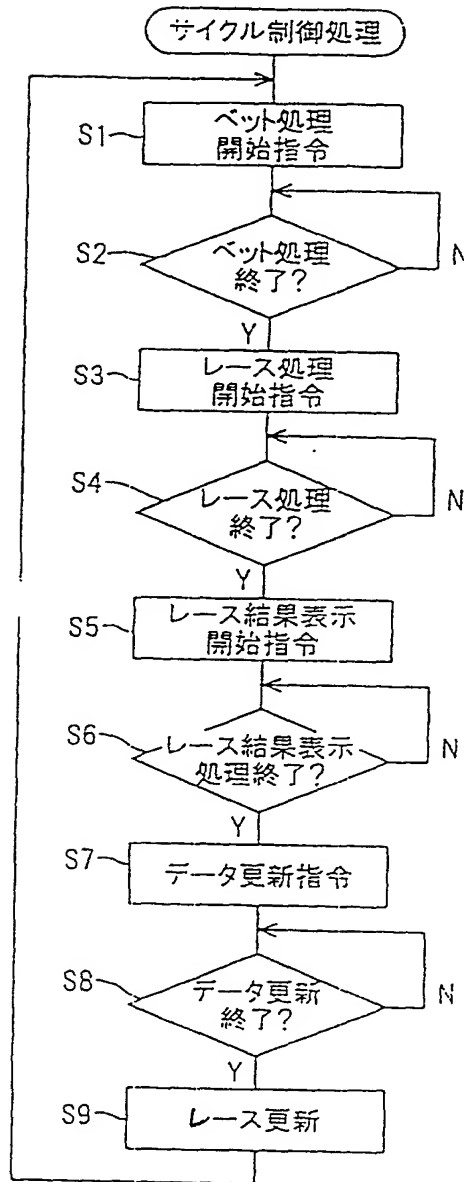
Fig. 4A

PLAYER DATA	
ID CODE	
PERSONAL INFORMATION	PLAYER'S NAME (CROWN PART OF OWNED HORSE) TOTAL NUMBER OF GAMES PLAYED
OWNED HORSE INFORMATION	NAME CODE AGE, SEX (GROWTH) TYPE INFORMATION NUMBER OF RACES PARTICIPATED SPEED, STAMMINA PHYSICAL CONDITION TOTAL ACQUIRED PRIZES PAST PERFORMANCE TRAINING STYLE
LATEST PLAYED DATE	
UPDATE INFORMATION	
CHECK CODE	

Fig. 4B

MAGNETIC CARD INFORMATION	
ID INFORMATION	ID CODE
	CHECK CODE
OTHER INFORMATION (SCREEN LAYOUT INFORMATION ETC.)	

Fig. 5



cycle control processing

S1: start betting processing

S2: betting processing is completed?

S3: start race processing

S4: race processing is completed?

S5: start race result display processing

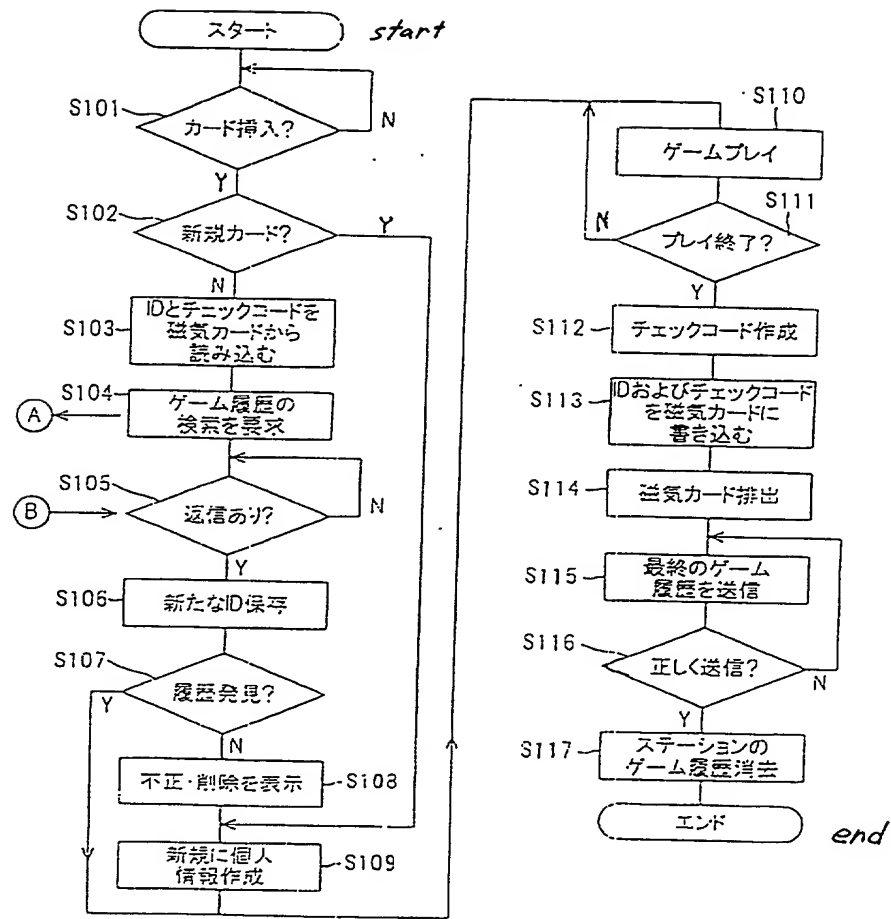
S6: race result display processing is completed?

S7: start data update

S8: data update is completed?

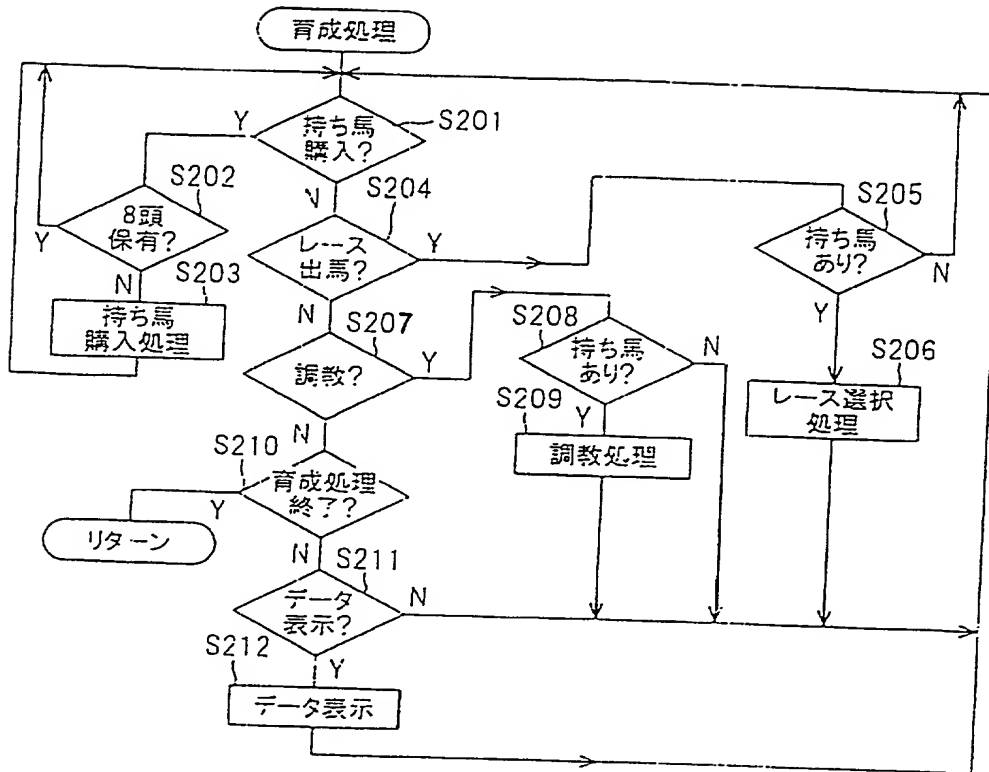
S9: update race

Fig. 6



- S101: magnetic card is inserted?
S102: new card?
S103: read out ID information from magnetic card
S104: request to retrieve past player data
S105: reply from main controller?
S106: save new ID code
S107: past player data is present?
S108: display error message
S109: prepare new personal information
S110: play game
S111: play is over?
S112: prepare check code
S113: write new player data onto magnetic card
S114: eject magnetic card
S115: transmit recent player data
S116: transmission is successful?
S117: delete player data on station

Fig. 7



rearing processing

S201: horse selection is selected?

S202: 8 horses are owned?

S203: horse selection processing

S204: race selection is selected?

S205: player has any owned horse?

S206: race selection processing

S207: training is selected?

S208: player has any owned horse?

S209: training processing

S210: rearing processing is terminated?

return

S211: data display is selected?

S212: data display processing

Fig. 8

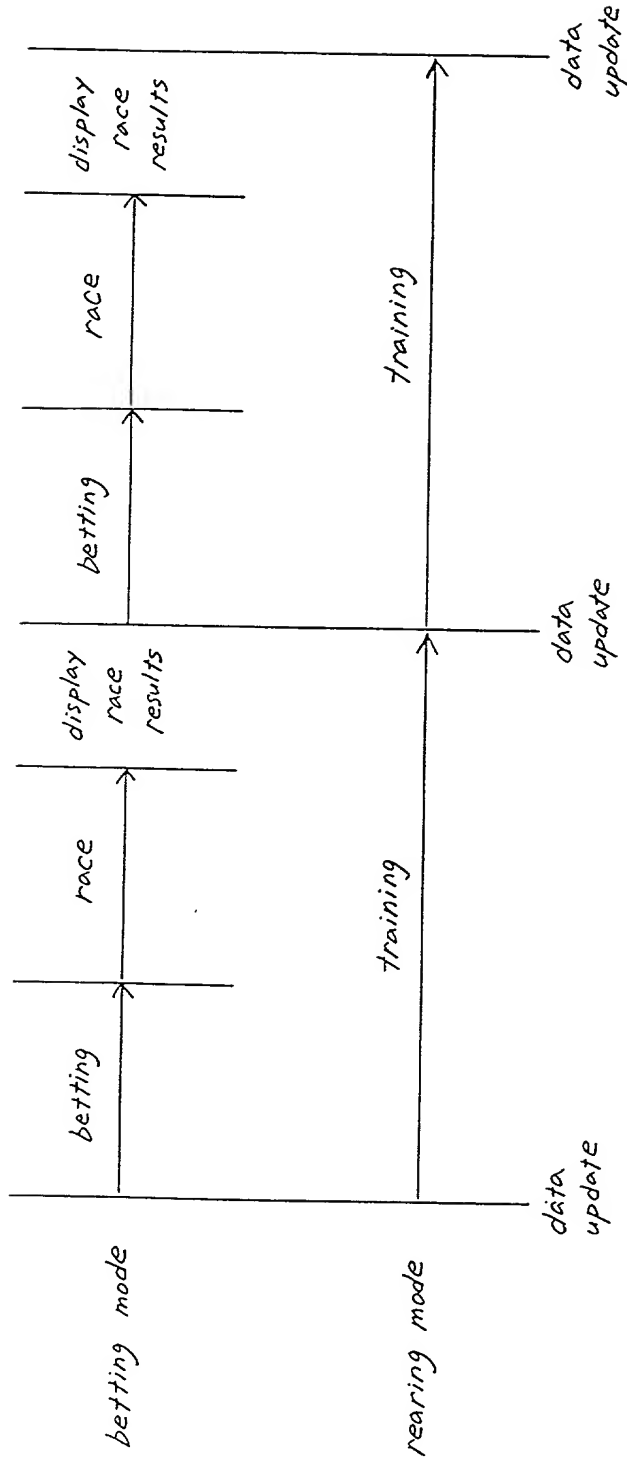
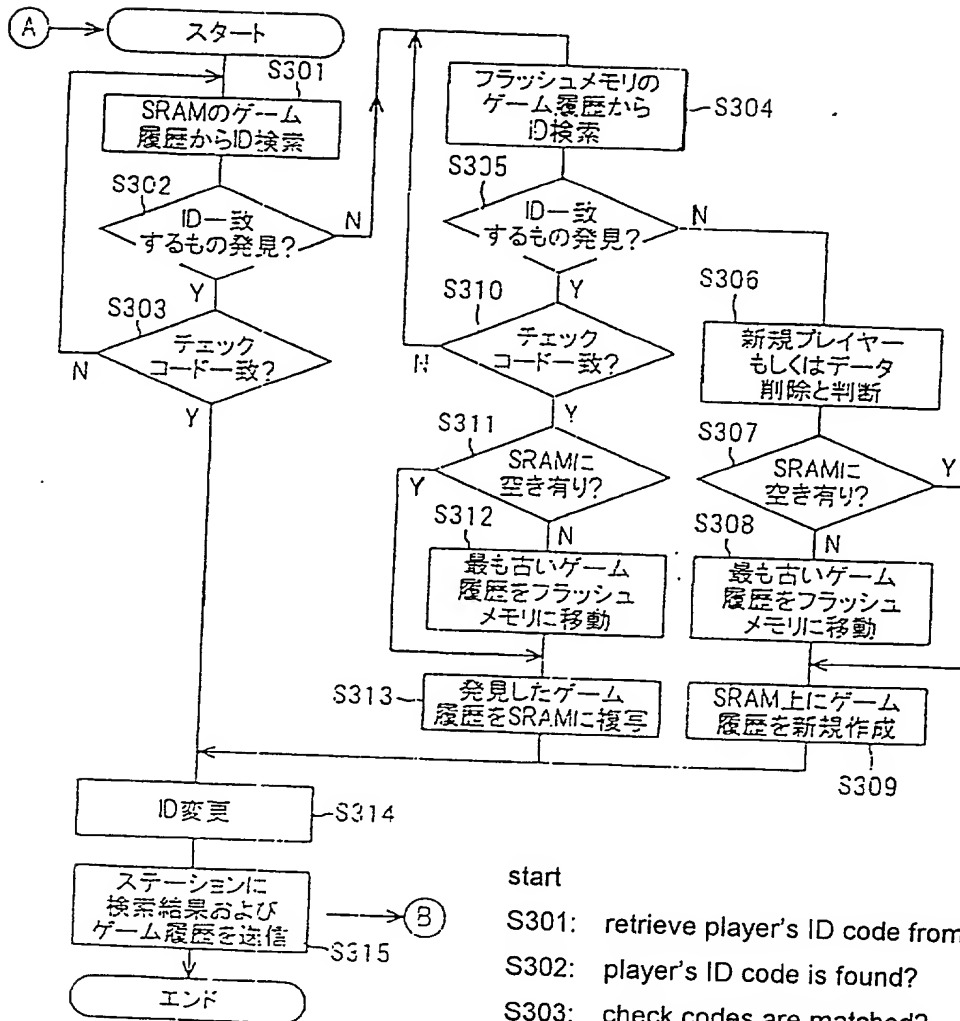


Fig. 9



start

S301: retrieve player's ID code from SRAM

S302: player's ID code is found?

S303: check codes are matched?

S304: retrieve player's ID code from flash memory

S305: player's ID code is found?

S306: new player or player data was deleted

S307: free space is available in SRAM?

S308: move oldest player data to flash memory

S309: prepare new player data in SRAM

S310: check codes are matched?

S311: free space is available in SRAM?

S312: move oldest player data to flash memory

S313: copy found player data to SRAM

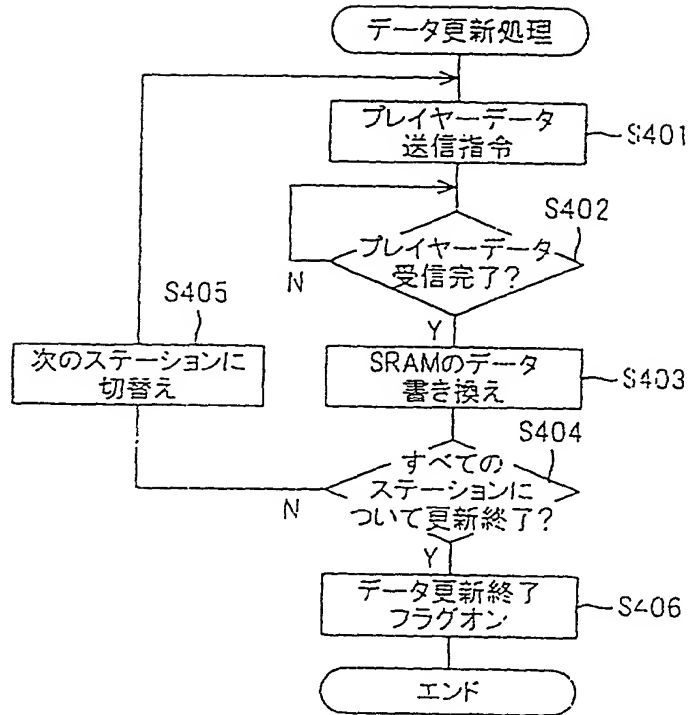
S314: prepare new ID code

S315: transmit retrieval result and player data to station

end

1000255 120501

Fig. 10



data update processing

S401: receive instruction for transmitting player data

S402: player data reception is completed?

S403: update data in SRAM

S404: data update is completed in all stations?

S405: switch to next station

S406: turn on data update end flag

end

Fig. 11

Player Name Registration

K	E	N	T				
---	---	---	---	--	--	--	--

⏏

Q	W	E	R	T	Y	U	I	O	P
A	S	D	F	G	H	J	K	L	
Z	X	C	V	B	N	M			

Shift

Enter

Fig. 12

FIG. 12

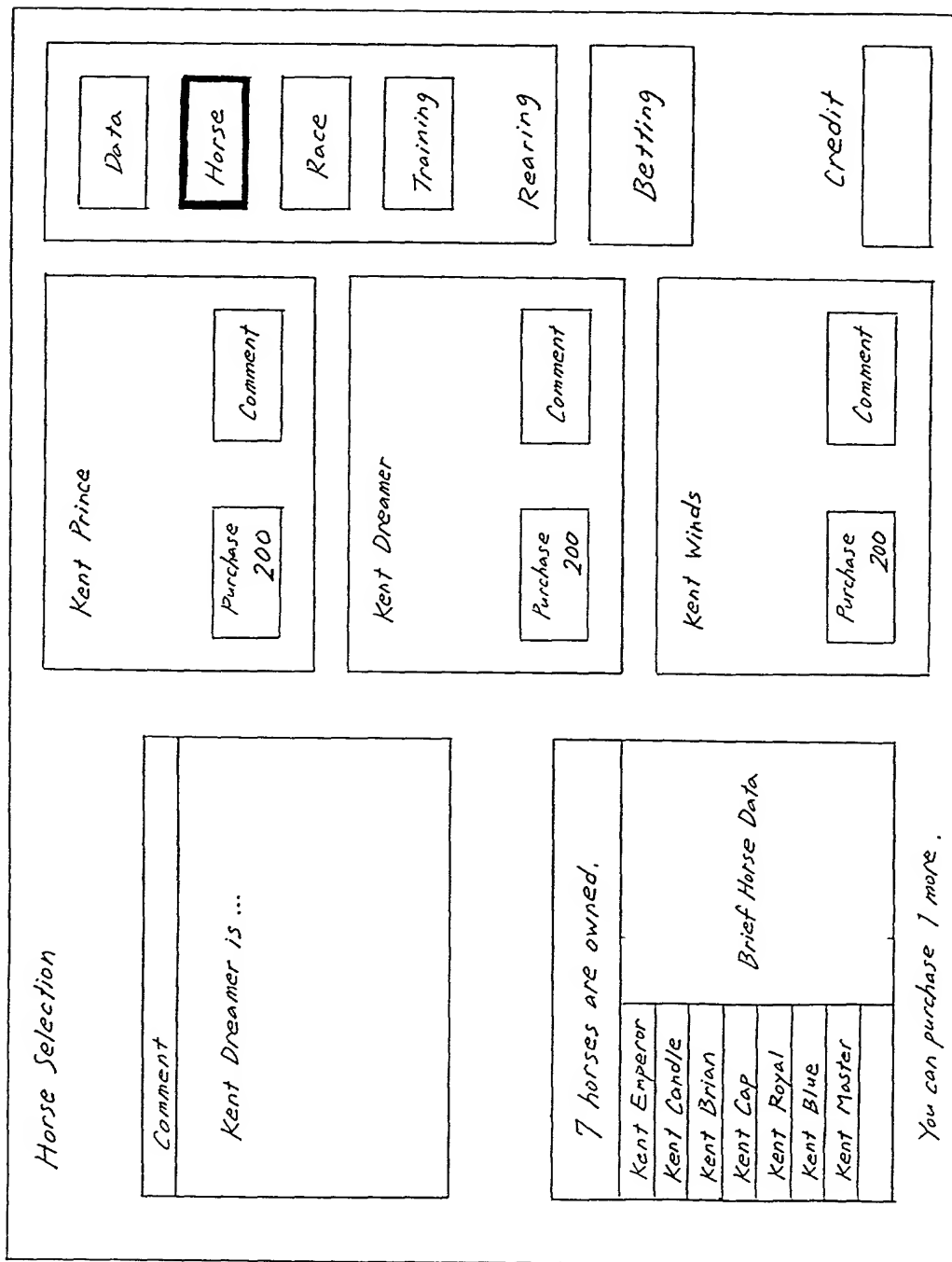


Fig. 13

FOSSOT 952000T

Race Selection

Kent Dreamer

Retire

Detailed Horse Data

Detailed Race Data

New York Cup	Swan Stakes	Japan Memorial	Fuji Stakes	July Cup

NO

5

NO

5

OK

Closed

Brief Horse Data

Kent Emperor	NO	OK	NO	OK	Closed
Kent Candle	OK	OK	OK	OK	Closed
Kent Brian	NO	OK	NO	OK	Closed
Kent Cap	OK	OK	OK	OK	Closed
Kent Royal	NO	OK	NO	OK	Closed
Kent Blue	NO	OK	NO	OK	Closed
Kent Master	NO	NO	NO	NO	Closed
Kent Dreamer	NO	OK	NO	OK	Closed

↑

↓

Data

Horse

Race

Training

Rearing

Betting

Credit

Fig. 14

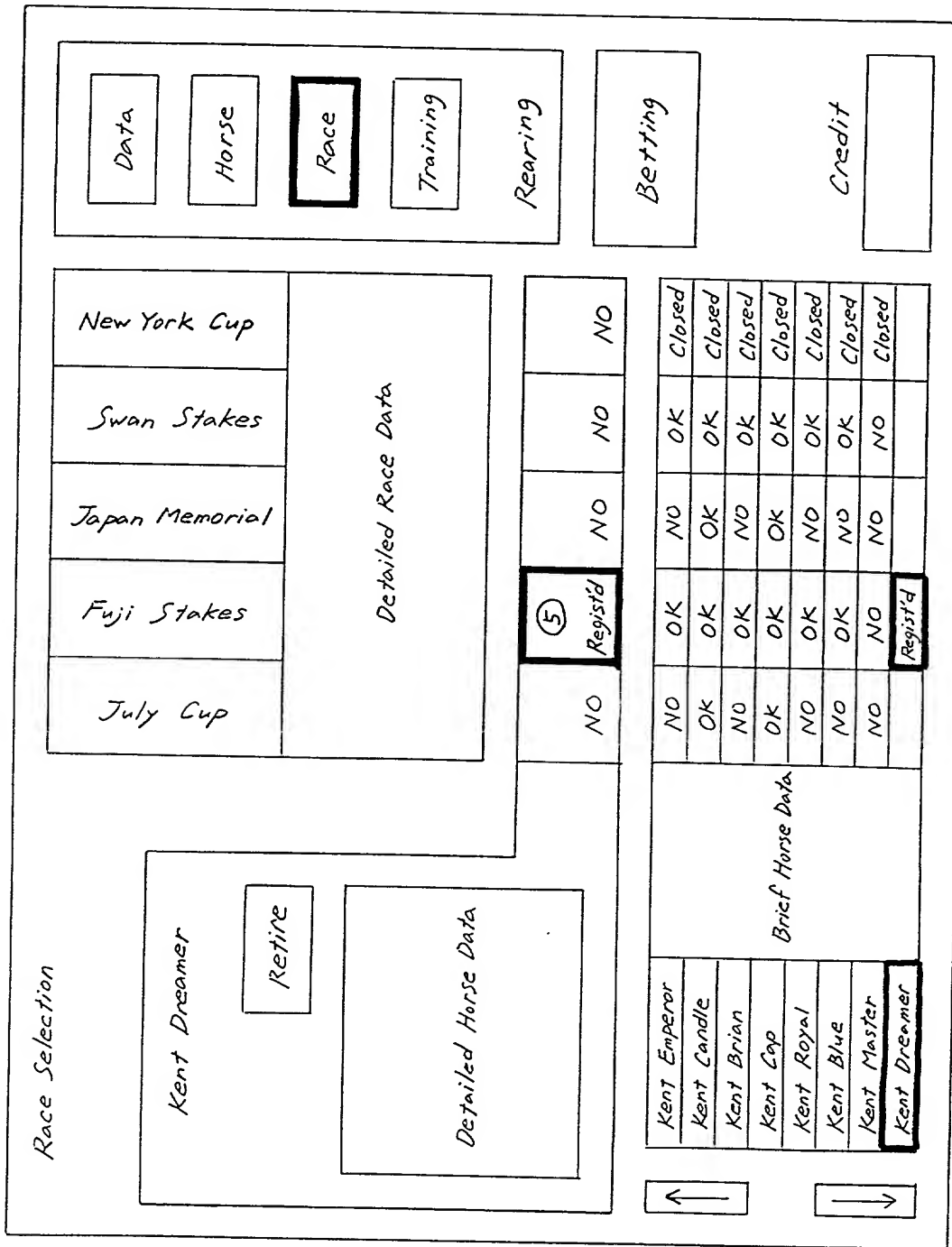


Fig. 15

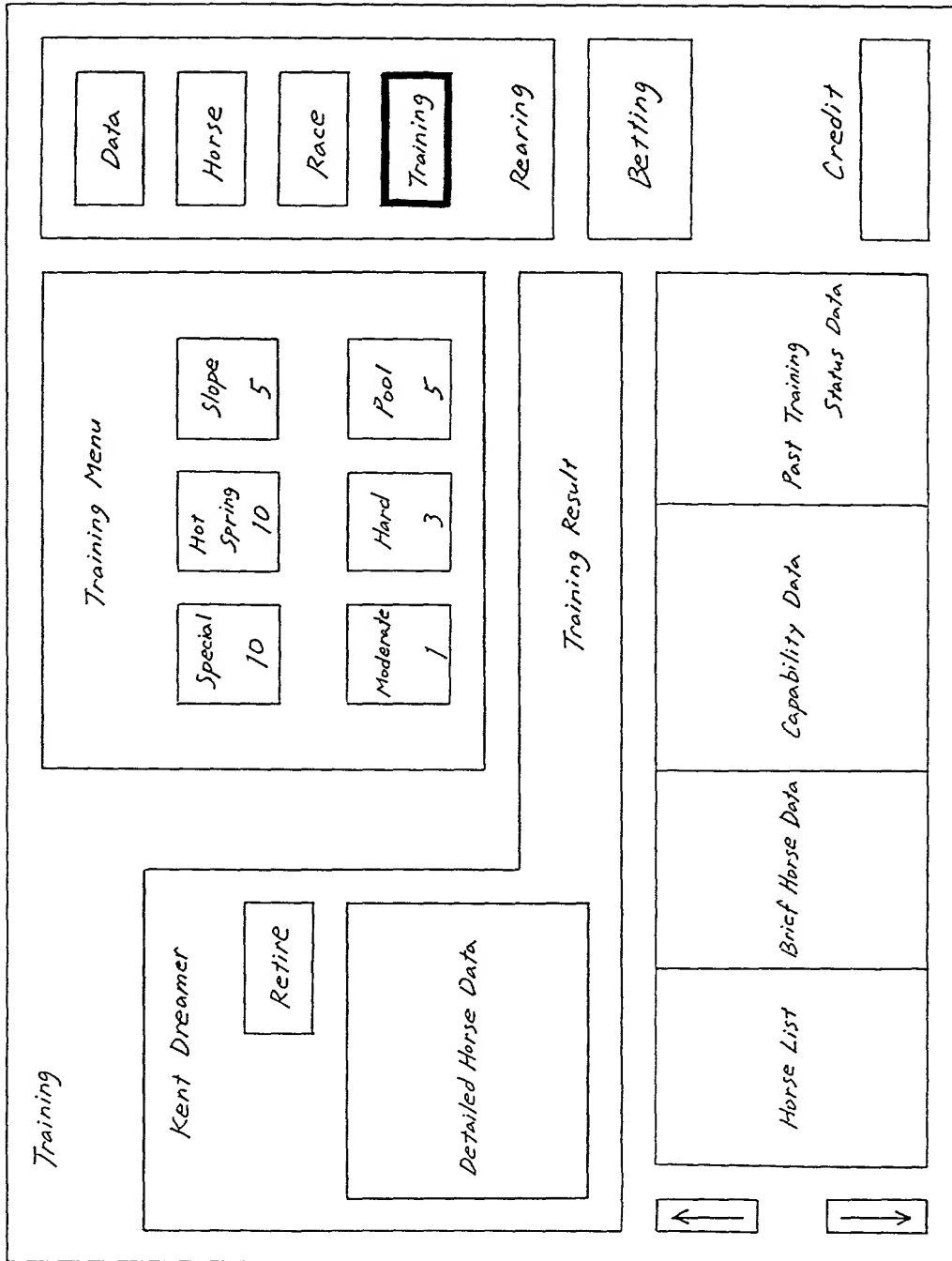


Fig. 16

TOMARU, et al Q67419
RACING GAME MACHINE AND METHOD OF
ESTABLISHING SPECIAL RACE THEREIN
Filed: December 5, 2001
Darryl Mexic 202-293-7060
16 of 22

Fig. 17

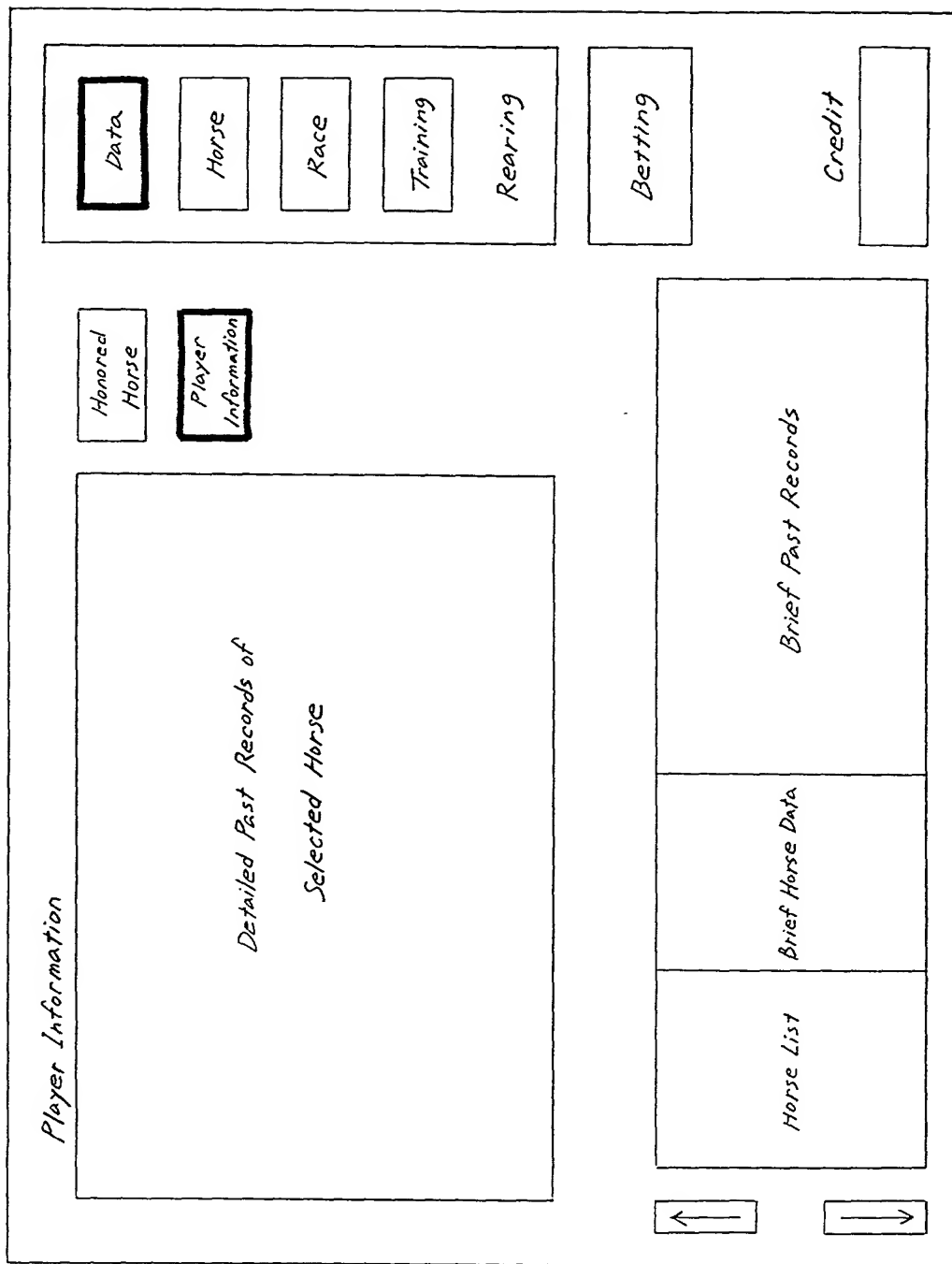
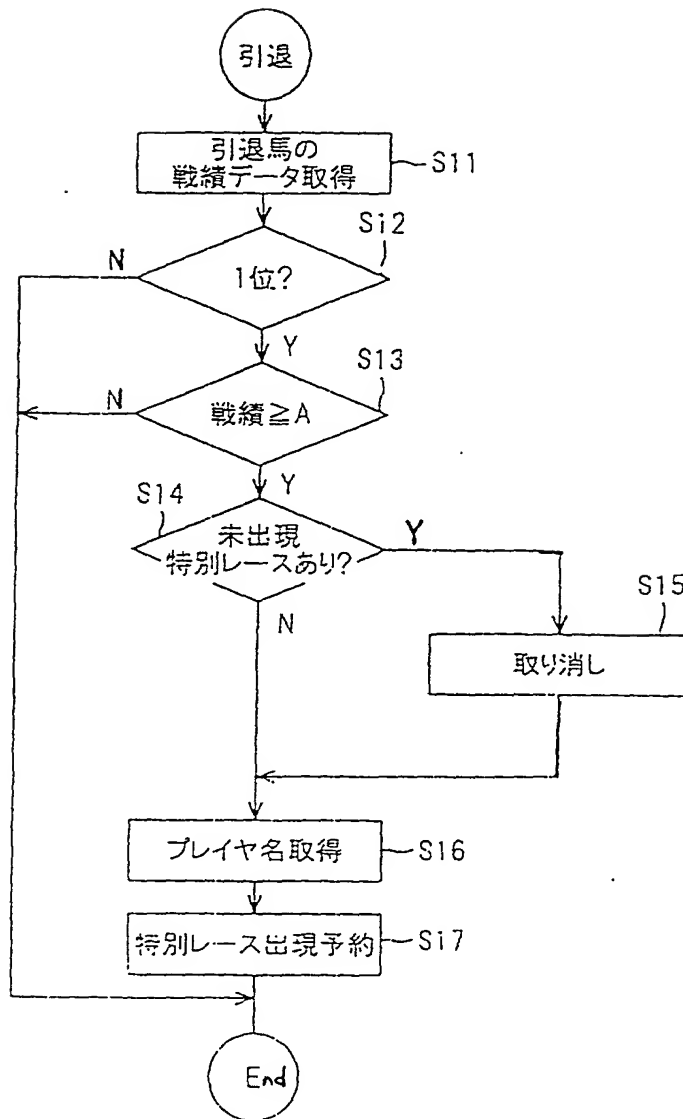


Fig. 20



retirement processing

- S11: acquire past records data of retired horse
- S12: retired horse is first in honored horse ranking?
- S13: past records of retired horse satisfies predetermined requirement?
- S14: reserved special race exists?
- S15: cancel reserved special race
- S16: acquire player name
- S17: reserve special race establishment

Fig. 22

Kent Memorial

Detailed Race Data

1-2 92.9

1-3 21.6

1-4 6.5

1-5 7.8

1-6 50.9

1-7 3.8

1-8 23.4

Horse List

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Detailed Horse Data

Combined Bet

2-3 334.1

2-4 171.8

2-5 234.1

2-6 406.1

2-7 115.6

2-8 354.6

Win Ticket

1 10 2.5

5 6.5

4 5.3

7 2.5

8 15.2

Rearing

Betting

Box Bet

1	2	3	4
5	6	7	8

Credit

6-7 49.6

6-8 210.8

7-8 17.7